



The Backrooms

in: [Class 5](#), [Levels](#), [Cluster I](#), and [2 more](#)

English ▾

Level 9: "Darkened Suburbs"

Survival Difficulty:

Class 5

» **Unsafe**

» **Unsecure**

» **Entity Infestation**



Level 9 is the 10th level of the Backrooms.

Description

Level 9, also known as "Darkened Suburbs" is a seemingly endless suburban landscape, with the time of day being locked to midnight. This Level has the same darkness similar to that of [Level 6](#) and [Level](#)



The first known image of **Level 9**.

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re reports of

ntaining items

present in typical houses, such as sofas, televisions, beds, refrigerators vast

yards containing a wide amount of vegetation. In rare circumstances, some houses have been observed to be entirely void of any of these features, completely barren. Most electronic devices located in the buildings are also nonfunctional, given the absence of a valid power source for the systems to operate. Another anomalous property of this level is that you can find two houses clipped inside of each other when travelling too far, which is physically impossible to happen in [The Frontrooms](#).

The streets of **Level 9** are the most dangerous aspect of this level. The wet-unpainted asphalt roads take on the consistency of quicksand, but should prolonged contact be made with these roads, they will begin to rapidly solidify, suffocating the victim, as they become submerged in the substance. While the stone sidewalks lining the roads don't appear anomalous, one should steer clear of them for risk of slipping into the pavement. Travelling on any sidewalks or walkways that lead to an extensive grass field may result in the Wanderer entering [Level 9.1](#), leaving the walkway to venture into the fields may bring one to [Level 10](#). The streetlamps dotting the level are typically powered off, and inactive, though, some bizarrely flicker despite the absences of power.

Entities

Level 9 hosts a variety of entities with [Smilers](#), [Skin-Stealers](#), [Insanities](#), and [Hounds](#) being ever present on the level and the most widely seen and other entities such as [Death Moths](#), [clumps](#), [Death Rats](#), and [Lurkersdwelling](#) on this level.

Colonies and Outposts

While a number of groups roam in **Level 9**, mass colonization is presently infeasible, with no attempts being made as of yet, although one outpost is created once.

National Police Force of L9

- [Willing to trade](#)

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Entrances and Exits

Entrances

- Noclip through the floor of [Level 8](#)
- Enter the revolving door in [Level 40](#)
- Entering one of the doors in [Level 54](#)
- Break & Jump out of a Bus window in [Level 166](#)
- Open a wooden door in [Level 4112](#)
- Going down a flight of stairs that leads to a dark lower room in [Level 944](#) can take you to the first floor of a house in **Level 9**
- Noclippping through the wall of a house in [Level 477](#) will lead here
- Exiting the main gate in [Level 728](#) has a chance to take you here
- Taking a regular bus in [Level 3985](#) will take you here
- Entering the right door of "The Children Room" in the pediatrics department in [Level 88888888](#) will lead you here
- Looking at the mirror next to the desk in [level 603](#) can lead here
- Exiting through the front door during [your bedtime](#) leads you here.

Exits

- Following a series of arrow street signs pointing north may lead to [Level 11](#)
- Walkways that lead to grassfields may lead to either [Level 9.1](#) or [Level 10](#)
- Enter any doors labeled as a "BIOHAZARD" to enter [Level 9.3](#)
- Enter an airport to be transported to [Level 36](#)
- Touch a painting to be brought to [Level 264](#)
- Finding a yellow lamppost leads to [The Safe Place](#)
- Touch a wall with snow on it to enter [Level 9.1](#), which is a bit safer than this level
- Entering any basement has the chance of sending you to [Level 2765](#)
- Noclippping through a table leads to [Snowy Cat Village](#)
- Noclippping through a house's front door has a chance of leading you to [Level 1157](#)
- Finding an extremely shaded tree will take you to [Level 97](#)

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send you to [Level](#)

you to [Level 372](#),

- Spending a prolonged period of time in the level may result in the gradual transition to [Level 477](#), [Level 536](#), [Level 1038](#) or [level 2354](#)
- Entering the front door an old and seemingly abandoned house may lead you to [Level 6496](#).
- Watching television for more than 30 min in any of the houses will lead you to [level 592](#) for no reason.

« [Level 8](#) | [Level 9](#) | [Level 10](#) »

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